

Nintendo ENTERTAINMENT SYSTEM

Alex DeLarge's RAGE AMERICA

Credits

Designed by Alex DeLarge

Program by Frank Givis and Alex DeLarge

Graphics by Mike Sullens

Sound Arrangement by Mark Van Herle

Reference and Manual Design by K. J. Kenwright

Instruction Manual by Paul Jolley



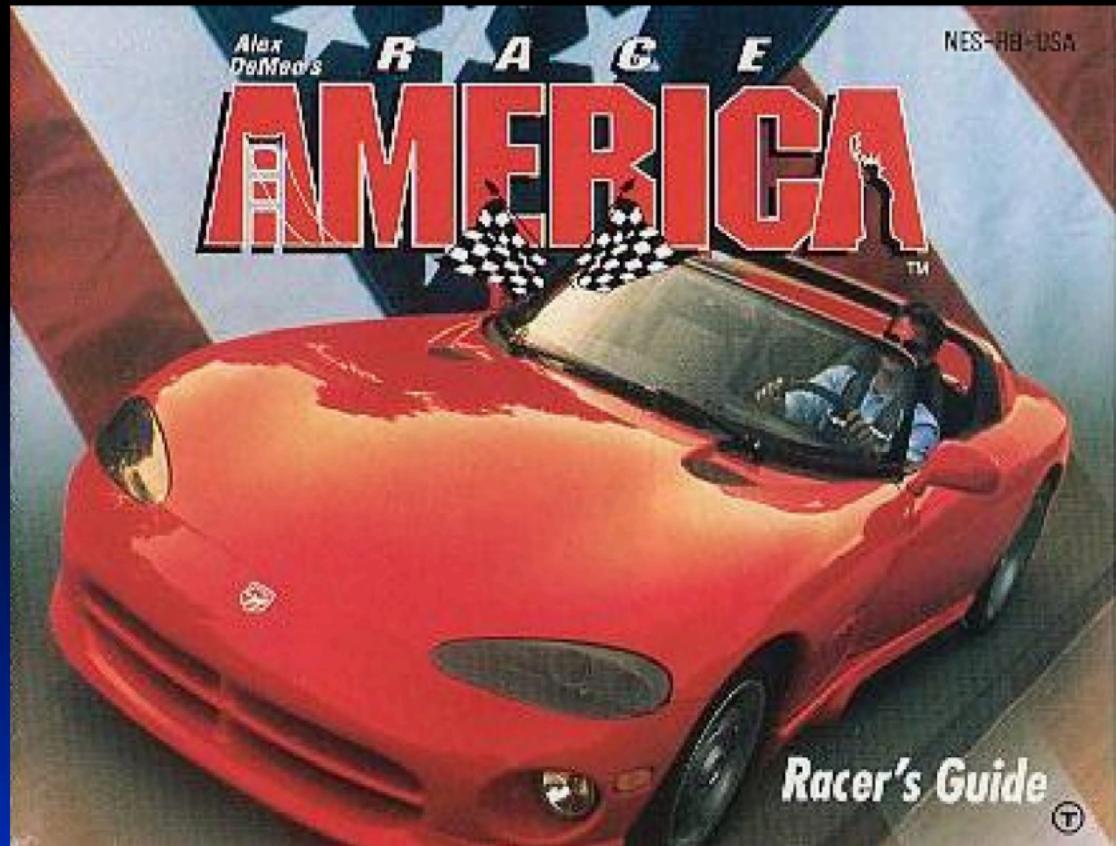
Published by Absolute Entertainment, Inc., 290 Rock Road, P.O. Box 116,
Glen Rock, NJ 07452. Distributed by Deco-Data Corp. *Rage America* is
a trademark of Absolute Entertainment, Inc. All rights reserved. Absolute
Entertainment is a registered trademark of Absolute Entertainment, Inc. All
rights reserved. Nintendo, Nintendo Entertainment System and the official
seal are registered trademarks of Nintendo of America Inc. © 1993 Nintendo
of America Inc. © 1993 Absolute Entertainment, Inc. All rights reserved.

PRINTED IN JAPAN

EmuMovies

Dodge Viper photo © 2011
courtesy of Dodge Chrysler Corporation

Nintendo

 ENTERTAINMENT SYSTEM



"This official seal is your assurance that Nintendo® has appraised the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by us for use only with other authorized products bearing the Official Nintendo Seal of Quality."

Licensed by Nintendo®
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®



Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

SAFETY TIPS

ADVISORY: READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System™.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

Nintendo

ENTERTAINMENT SYSTEM

CONTENTS

It's a Race to the Finish!	5
Using the Controllers	6
Get Ready to Race!	7
Pick Your Computer Opponent	8
9 Sensational Legs!	10
Drag Race	11
The Drag Race Instrument Panels	12
Road Race	13
The Absolute Helicam	14
The Road Race Instrument Panels	15
Obstacles	16
Refueling	16
Winning the Race!	17

SPECS

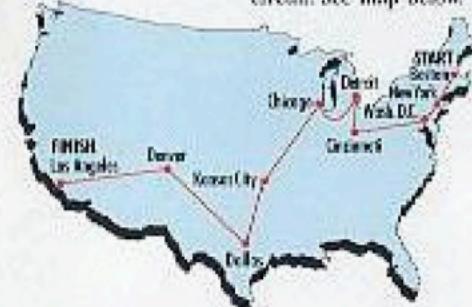
- **Maximum Speed:** 192 MPH
- **Body Frame:** Fiberglass and Steel
- **Engine:** OHV V-10
- **Horsepower:** 400 BHP @ 5,200 RPM
- **Maximum engine RPM:** 6000
- **Acceleration:** 0-60 in 4.0 seconds
0-100 in 14.0 seconds

It's a RACE TO THE FINISH!

You're about to enter the race to beat all races. Get ready for the thrills and chills of high-speed racing - cross-country!

Race from city to city, driving by day, driving by night ... race like you've never raced before! You've got total control of your vehicle—use it wisely as you shift up to 6th gear! Take these curves, challenge these straightaways! It's behind-the-wheel action at its best!

There are 9 legs in this giant cross-country circuit. See map below.



Each leg of this circuit is in 2 parts. First, burn out and speed-shift in the daring Drag Race. Then challenge the open road in the ever-dangerous Road Race! Race to the Finish Line and hear the grandstand crowds roar!

Pick who YOU want to race against: a friend or the computer's Team Absolute! Go head-to-head against one of your best friends in the 2-Racer Simultaneous Play! Or select the 1-Racer option to race against one of 8 great computer opponents in each leg of the race! Try to work your way up to racing against #8, A.J. Turbo, the King of the Road!

USING THE CONTROLLERS

The illustration at right shows the controller parts you'll be using as you race.

To Accelerate—Press BUTTON A.

To Upshift—Release BUTTON A and press the control pad UP. Then press BUTTON A again.

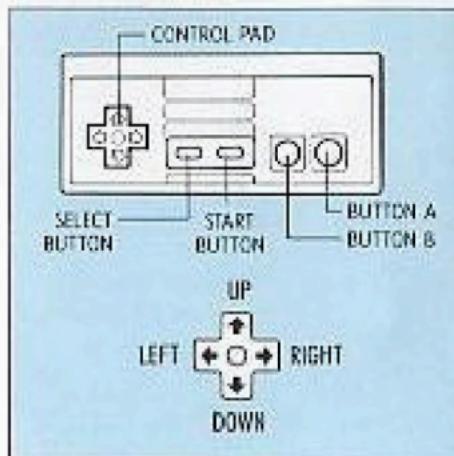
To Downshift—Release BUTTON A and press the control pad DOWN. Then press BUTTON A again. NOTE: You'll downshift automatically if you hit an obstacle, go off the road, or brake.

To Brake—Press BUTTON B.

To Steer Right or Left—Press the control pad RIGHT or LEFT.

To Pause—Press START.

To Unpause—Press START.



GET READY TO RACE!

SELECT THE NUMBER OF RACERS

A red racer always races against a blue one! Select 1 or 2 RACERS by moving the control pad RIGHT or LEFT on Racer 1's controller. Then press START or BUTTON A to continue.

If you select 1 RACER, you'll go immediately to the computer opponent selection screen. After choosing your opponent, you'll then enter your name on the Sign-On Screen.

If you select 2 RACERS, you'll go directly to the Sign-On screen where you'll enter your name. After you add your name to the roster, your friend then enters his or her name.

THE SIGN-ON SCREEN

To Enter Your Name—Press the control pad until the letter you want is highlighted. Then press BUTTON A. When all letters have been entered, highlight "END" and press BUTTON A.



PICK YOUR COMPUTER OPPONENT

In a 1-racer game, you have 8 computer opponents to choose from. They're rated from 1 to 8 according to their speed and skill. Lance Slick, Racer #1, is the easiest to beat; A.J. Turbo, Racer #8, is the toughest! Your Ultimate Goal: Beat A.J. in all 9 legs of the race!

You can start against any opponent you like. But if you lose, you will automatically be sent back to race against an easier opponent.

For Example: Hans Von Brakemann, #7, is faster and better than Pierre Sedan, #6. So if you race Hans and lose, you'll automatically be bumped back to race against Pierre in the next leg of the race. But if you win, you'll be bumped up to race against a tougher opponent in the next race—A.J. Turbo, #8!

To Choose Your First Opponent: Press the control pad until the opponent you want is highlighted by the flashing box. Then press START to proceed to the Sign-On screen.

Here's a quick rundown on each of the 8 racers in Team Absolute:

#1. LANCE SLICK—This smooth-talking beach bum hugs those curves like he's shooting the curl of a wave! Native to L.A. smog and city traffic, he's known for his cool moves in his hot roadster!



#2. MIKE LINGUINI—This Italian hotshot swerves back and forth across the highway like slippery spaghetti. You'll never get near him when he's a-cookin' on the road!



#3. DERRICK STETSON—This Texas Oil Baron of the Road herds traffic like cattle... and he'll barbecue you to boot! Don't be deceived by his toothy grin; he's all business behind that wheel!



#4. ITO SPEEDO—He's the top grad from the Samurais School of Racecar Driving. The other racers all know that "ITO CAN SPEEDO!" This black-belt driver will blow your doors off with his fancy moves!

#6. PIERRE SEDAN—Stubborn to the max, this stylish Frenchman will try and block your pass every time. But he's always the height of fashion while he's dashin'!



#7. HANS VON BRAKEMANN—Tailgaters beware! Hans has a few tricks up his exhaust! Get too close to his tail and... SLAM! Say good-bye to your front end!



#5. VA-YA VROOM—Don't let Va-Ya's Hollywood looks fool you! She's the top female racecar driver in the world! Nobody looks better blasting past you while chasing that checkered flag!



#8. A.J. TURBO—"A.J." stands for Awesome Jack! This turbo-charged racer is The King of the Road. There's no foolin' around with A.J.—when you meet him, you'd better come ready to race!



The above listed names or descriptions are entirely fictional and do not represent any known living individuals.

9 SENSATIONAL LEGS!

In each of the 9 legs of this cross-country circuit, you'll begin with a classic DRAG RACE. At the end of the drag race, you'll immediately start the ROAD RACE sequence on the open highway. Then you'll roar to the finish in that leg's Destination City!

After you've entered your name on the Sign-On Screen, you'll see the Specs Screen where you'll get into your car and take off! Your opponent will do the same.

Then you'll automatically switch to the Leg Screen which lists your Start City and Destination City and the distance in between! You'll see this screen at the beginning of each leg of the race. It will keep track of your wins, losses and point score as you complete this daring cross-country circuit! Press START or BUTTON A to continue the race.

You'll earn bonus points for each drag race and each leg you win. In addition, *all* racers are awarded points based on the number of miles

they've completed in each leg. In a 1-Racer game, the tougher your computer opponent, the more points you get. In a 2-Racer game, both players are awarded 225 points per mile.

LEG #1	
BOSTON	TO
NEW YORK	
210 MILES	
PER RACE BONUS = 10000	
DISTANCE BONUS = 25/MILE	
CURRENT STANDINGS	
NAME POINTS	
PLEX	0
TERM ABSOLUTE = 0	0
GOOD LUCK!!!	0
PRESS START	

Check your current standings here!

DRAG RACE

The DRAG RACE will put your speed-shifting abilities to the test. Slide it from Neutral into 1st. Then take off until you're in 6th gear.

Your reaction time will also be on the line because the course is dotted with oil slicks. Avoid them or you'll lose speed.

Red Racer 1 Instrument Panel



Radar Screen

Blue Racer 2 Instrument Panel

Christmas Tree

Racer's Tip: Here's how to gear up for the competition in the Drag Race. When you're in Neutral, revving your engine and waiting for the last Christmas tree light to illuminate, try to keep your RPM bar in the vicinity of the middle. This way, when the signal comes and you shift into 1st gear, the engine has just hit the limit.

When to Start: The tall stand of lights at the drag strip's starting line (the Christmas Tree) indicates your countdown to START. When the last one lights up—POUR ON THE POWER AND GO!

To Steer During the Drag Race: Press the control pad RIGHT or LEFT to change lanes.

To Upshift: Press and hold BUTTON A to accelerate until the RPM bar is *almost full*. Then release the accelerator (BUTTON A) and tap the control pad UP to shift into a higher gear. The RPM will then go down. Repeat this process until you reach 6th gear.

To Downshift: Release BUTTON A and press the control pad DOWN. Then press BUTTON A again.

To Check Your Progress: At the top of the screen, the Radar Screen shows each racer's position on the drag strip.

THE DRAG RACE INSTRUMENT PANELS

Each racer's instrument panel features the following information:

MPH: This indicates how many miles per hour you're traveling.

RPM: This shows you how fast the engine is running (revolutions per minute).

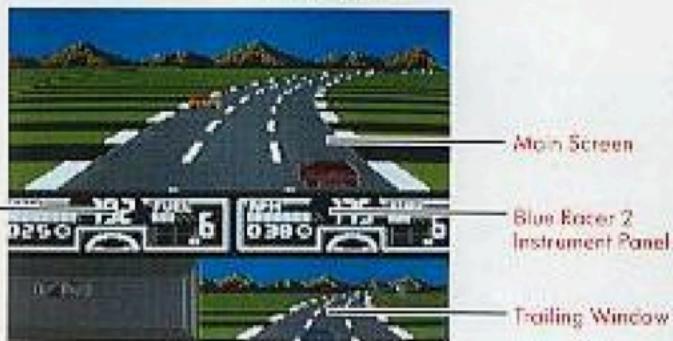
Gear Position: This number indicates which gear you're in!



ROAD RACE

Now you're on the open road! You still need to use your split-second shifting abilities as well as your lightning reflexes to handle the treacherous traffic, curves and hills.

THE TRAILING WINDOW: If you're in 2nd Place, your car is in the trailing window. If you pass the lead car, your car will switch to the Main Screen and your opponent will be in the trailing window.



The leader is shown on the Main Screen. The other racer is shown in the trailing window.

THE ABSOLUTE HELICAM

All neck-and-neck road races are viewed from above via the Absolute Helicam—our special race helicopter with the latest in high-tech video equipment! Watch from above as your car battles for the lead!

Racer's Tip: The Helicam screen is a prime place to get a cool lead. By facing your opponent and moving traffic to your side, try position them away from the center line—the additional body space has down the road just as much as putting him here, but stay right on your tail!



Catch a bird's-eye view of the close race from the Absolute Helicam!

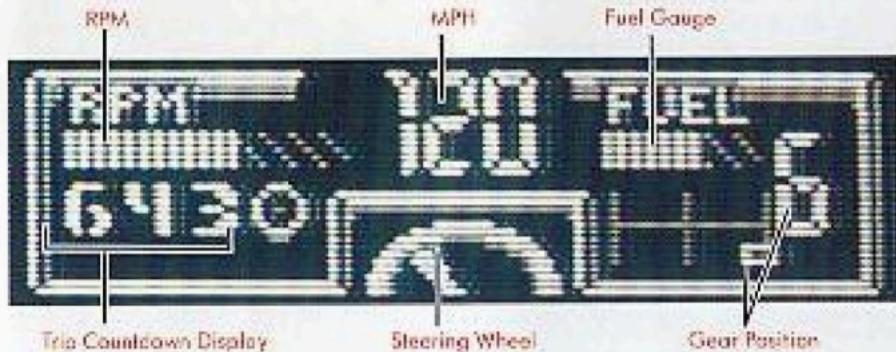
THE ROAD RACE INSTRUMENT PANELS

Some of the information on the instrument panel is the same as what you found in the drag race. Here's what's new on the screen:

Trip Countdown Display: This shows how many miles you are from the next city.

Steering Wheel: This shows your current steering angle. Just wiggle the steering wheel to check your handling of the car.

Fuel Gauge: This shows how much fuel you have left in your gas tank.



OBSTACLES

Easy does it! There are obstacles everywhere on the road to fame and fortune. Here are just a few of the surprises ahead:

OIL SLICKS: They make you lose traction and slow you down.

OTHER VEHICLES: If you come up on them too fast, you run the risk of rear-ending them! You'll then automatically downshift and have to accelerate again. Watch out for lane switchers.

ROAD SHOULDERs: Watch out when driving on the drag strip—if you drive too close to the side, you'll rub up against it and slow down. It's better to keep inside the lanes. In the road race, if you drive in the rough, you'll also slow down. Try to stay in the center lane to give yourself more leeway.

Racer's Tip: The drag strip race of this game is especially rough, as it won't have a shield of trees to protect them. So watch for the oil slicks that always precede them; they won't affect you, and don't be you warning that a big slick is coming up fast!

REFUELING

Remember to check your fuel gauge and look for roadside gas cans when you're running low. You can fill up by driving over the cans—but not too fast! Your speed as you approach the gas cans affects how much gas you can get!

Try to avoid crashes and high RPM's, which waste fuel, too!

Sometimes being behind can be an advantage—if you're not *too* far back! You can see gas cans (and even other road conditions) in advance, whereas they'll simply pop up unexpectedly for the leader.

Racer's Tip: Rely upon your experience and racing savvy to determine whether or not you can afford to slow down and get gas when you've heated into a can. You just might have enough fuel to make it to the end of that leg and save valuable time and points!

WINNING THE RACE!

Congratulations on completing this cross-country circuit! Check your wins and analyze your score on the Race Summary Screen, and bask in the glory of victory on the Reward Screen. These two screens are alternately displayed at the end of a race, but there are ways you can freeze either screen for further study.

Press SELECT on the winner's controller when the Reward Screen is displayed and the Race Summary Screen will lock in. Pressing BUTTON B on the winner's controller when the Race Summary Screen is displayed will lock in the Reward Screen. At any time, pressing START or BUTTON A on Racer U's controller will return you to the Title Screen where you can begin an all-new high-velocity challenge!

FOR A 1-RACER GAME: If you score more points than your computer opponents, you're the WINNER and you'll see your name in the headline of *Absolute Update* magazine! If you win *all 9 legs* against your computer opponents, your name appears on the Champion's Plaque!

If you beat A.J. Turbo in each one of the 9 legs—**SUPER KUDOS** to you! You're now one of the best Race America racers of them all! Watch your name appear on the Race America Trophy Cup! Win all the *drag* races too, and receive an extra-special victory screen!

FOR A 2-RACER GAME: If you score more points than your opponent, you're the WINNER and you'll see your name in the headline of *Absolute Update* magazine! If you win *all 9 legs*, watch your name appear on the Champion's Plaque!

COMPLIANCE WITH F.C.C. REGULATIONS

This equipment generates and uses radio frequency energy and is designed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a normal environment. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and the receiver are on different circuits.

Furthermore, the user should consult an experienced radio/television technician for additional suggestions. The following booklet prepared by the Federal Communications Commission is helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-02045-4.

Nintendo ENTERTAINMENT SYSTEM

ABSOLUTE ENTERTAINMENT, INC.'S LIMITED 90-DAY WARRANTY

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak"), on which the Program is embodied (which has been defect-free in normal and ordinary use) for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Office:

Absolute Entertainment, Inc.

P.O. Box 116

Glen Rock, New Jersey 07452

Tel: (201) 623-1222

We recommend that you use Game Paks that are sealed and never opened, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Pak as originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied in the Game Pak. The warranty will not be honored if the defect has arisen through abuse, mismanagement, improper use of the Game Pak, neglect, or normal wear and tear.

THE WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR DELIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE GAME PAK OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OF PURPOSE WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

OTHER GREAT GAMES FROM ABSOLUTE

For the NES:



BATTLE TANK™

The only NES tank combat game that puts you inside the tank!



SPACE SHUTTLE PROJECT™

Blast off into six top-priority missions based on actual U.S. space agency operations!

20

For Game Boy:



THE RESCUE OF PRINCESS BLOBETTE™

Blob is back! Sequel to the award-winning NES *A Boy and His Blob*



TURN AND BURN™

A first-person aerial assault simulator, featuring a fully-armed F-14 fighter jet and 99 intense combat missions.

OTHER GREAT GAMES FROM ABSOLUTE

For Game Boy:



SUPER BATTLETANK: War in the Gulf™

First-person tank warfare blasts onto Game Boy.

For the Super NES:



SUPER BATTLETANK: War in the Gulf™

Persian Gulf battles that feature digitized graphics and VCR-quality video sequences that "...look so real you'll wonder if it's Super NES or CNN" (*Nintendo Power*).



DAVID CRANE'S AMAZING TENNIS™

Superbly animated, precision-play court action!

RACE LOG

RACE Log